

AMENDMENTS TO THE CLAIMS

Claim 1 (currently amended): A method of locating a roving character in an environment, comprising:

providing a roving character with a wireless transmitter structured to transmit an electronic signal indicating one of an identity of the roving character or its location;

providing a user with a first device including a wireless electronic signal receiver structured to receive the wireless signal from the wireless transmitter, and an electronic system in the first device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal from the transmitter and to trigger playback of preprogrammed data related to the received electronic signal;

providing the user with a second device for enabling the first device to identify and react to the user, the second device including a transmitter for transmitting a user identity signal to the first device;

periodically transmitting the electronic signal from the wireless transmitter on the roving character, the signal identifying the roving character;

receiving the signal at the ~~toy's~~ first device's wireless receiver; and

responsive to receipt of the signal, producing a predetermined communication by the first device to the user related to the one of the roving character's identity or the location-of the roving character.

Claim 2 (original): The method of claim 1 wherein the signal is an infrared signal.

Claim 3 (original): The method of claim 1 wherein the signal is a radio frequency signal.

Claim 4 (original): The method of claim 1 wherein the signal comprises a code relating to the identity of the roving character.

Claim 5 (cancelled)

Claim 6 (currently amended): A method of locating a roving character in an environment, comprising:

providing a plurality of wireless location signal transmitters at various locations throughout the environment;

providing a roving character with a wireless signal receiver and a wireless signal transmitter;

providing a user with a first device comprising a wireless signal receiver structured to receive the wireless signal from the roving character's wireless transmitter, and an electronic system in the first device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal from the character's transmitter and to trigger playback of preprogrammed data related to the received electronic signal;

providing the user with a second device, the second device including a transmitter for transmitting a user's identity signal to the first device;

periodically transmitting wireless signals indicative of roving character location from the plurality of wireless signal transmitters;

receiving at least one wireless signal indicative of roving character location at the wireless signal receiver ~~on the roving character~~ in the first device;

transmitting a wireless electronic signal from the roving character, the roving character wireless electronic transmission signal comprising the identity and location of the roving character;

receiving the wireless electronic transmission signal sent from the roving character at the wireless signal receiver in the first device ; and

responsive to receipt of the electronic transmission signal in the first device, producing a predetermined communication by the first device conveying one of an identity and a location of the roving character.

Claim 7 (original): The method of claim 6 wherein the wireless signal is an infrared signal.

Claim 8 (original): The method of claim 6 wherein the wireless signal is a radio frequency signal.

Claim 9 (currently amended): An interactive character system comprising:

one or more first devices, each first device having one or more wireless electronic signal receivers structured to receive a wireless signal, and an electronic system in each first device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal and to trigger playback of preprogrammed data related the received electronic signal; and

a second device adapted to be carried by a user for enabling the first device to identify and react to the user, the second device including a transmitter for transmitting a user identity signal to the first device;

an environment having disposed therein one or more roving characters, each roving character having a signal transmitter structured to transmit an electronic signal indicating the identity of the roving character; and

wherein said first device produces a preprogrammed notification in response to receiving an electronic signal from the roving character.

Claim 10 (previously presented): The method of claim 9 wherein the electronic signal is an infrared signal.

Claim 11 (previously presented): The method of claim 9 wherein the electronic signal is a radio frequency signal.

Claim 12-24 (canceled)

Claim 25 (currently amended): The method of claim 1 wherein the ~~notifying~~ producing comprises ~~producing~~ speech.

Claim 26 (currently amended): The method of claim 1 wherein the ~~notifying~~ producing comprises ~~producing~~ sound effects.

Claim 27 (currently amended): The method of claim 1 wherein the notifying producing comprises ~~producing~~ music.

Claim 28 (currently amended): A method of conveying location of a toy character in an environment to a user carrying the toy character, the method comprising:

providing in the environment one or more signal transmitters configured to transmit first electronic signals indicating location information within the environment;

providing a toy character to ~~a user~~ each of one or more users within the environment, each of the toy characters having an electronic system comprising:

an electronic signal receiver configured to receive the first electronic signal;

a programmable memory configured to store software and preprogrammed data;

and

a processor that utilizes the software to interpret the first electronic signal received, triggers a playback of the preprogrammed data related to the first electronic signal that was received, and produces a preprogrammed communication associated with a location within the environment in response to the first electronic signal;

providing the user with a device for enabling the toy character to identify and react to the user, the device including a transmitter for transmitting an identity signal to the toy character;

~~distributing one or more of the characters to the persons within the environment;~~

transmitting the first electronic signals; and

receiving the first electronic signals in at least one of the receivers;

interpreting the first electronic signal received; and

producing via the processor the preprogrammed communication associated with the location within the environment in response to the first electronic signal received along with the identity of the user provided by the identity signal.